KOEI

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KOEI

Nobunaga's Ambition™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Introduction

Warring States of Japan

The Time

Nobunaga's Ambition takes place during Japan's civil war period, from 1467 to 1600. The wars began with the fall of Shogun Ashikaga Yoshimasa in 1467. Without a leader, the government fell apart and daimyos fought amongst themselves for the right to be the new Shogun of Japan. This continued for over 100 years.

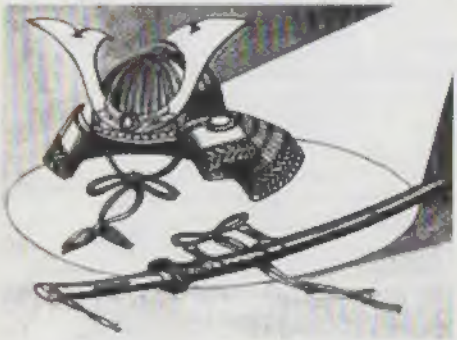
The Setting

The situation in Japan was similar to America during her Civil War, but instead of being divided into only North and South, Japan was divided into hundreds of feudal states. Each state, or "fief," was ruled by a powerful lord called a "daimyo." Every daimyo ruled his fief like a little country, and every daimyo believed he was the most qualified to be Shogun.

Without any central government, chaos ruled the land. Daimyos constantly waged war on each other, always trying to gain more power. Daimyos that were victorious became power-crazed tyrants. Revolts and uprisings among peasants, soldiers, and even monks became commonplace. Daimyos that were not victorious were destroyed. The country was thrown into violent confusion.

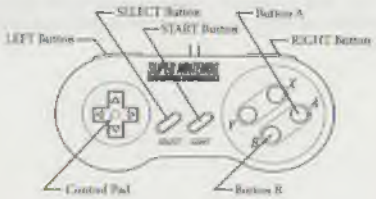
Your Task

As a daimyo in the dangerous Warring States Period of Japan, your goal is to unify all the fiefs into one powerful nation. In the first scenario, you have 17 fiefs to conquer, unifying central Japan. In the other scenarios, the entire Japanese nation, divided into 50 fiefs, must be conquered.



Controlling The Game

How to use the controller



START Button

- Skip through the introduction to game set-up.

Button A

- Select highlighted commands and items.
- Answer YES to yes or no questions.

Button B

- Cancel selections.
- Answer NO to yes or no questions.
- End the command turn.

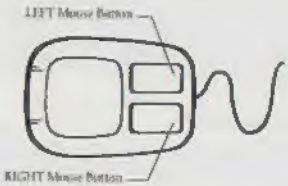
LEFT/RIGHT Buttons

- Switch between Main Command Window and Full Map Display.
- Access the War Command Menu during a battle.

Control Pad

- Direct the cursor across the map and through command menus.
- Scroll through lists or flip through pages of information.

How to use the mouse



Left Mouse Button

- Select highlighted commands and items.
- Answer YES to yes or no questions.
- Performs same functions as Button A on controller.

Right Mouse Button

- Cancel selections.
- Answer NO to yes or no questions.
- End the command turn.
- Performs same functions as Button B on controller.
- Access the War Command Menu during a battle.

Moving the mouse

- Direct the cursor across the map and to command menus.

Note: The left mouse button has the same function as Button A on the controller. The same relationship applies to the right mouse button and Button B.

Entering Names

A chart will be displayed from which you can create a name for your daimyo. Move the cursor to access each character. Erase a character by moving the cursor to 'Delete'. After you've created your name, move the cursor to 'Done' and then press A to finalize. A name may have a maximum of 10 characters.

Inputting Numbers

CONTROLLER Press left and right on the Control Pad to select the digit and up and down to increase or decrease the amount.

MOUSE Move the mouse to select the digit, and use the left and right buttons to increase or decrease the amount.

Key to Play

1. Make sure the power is turned OFF.
2. Insert the NOBUNAGA'S AMBITION game pak.
3. Turn the game system ON.
4. The introduction will begin. Push START to skip to game set-up.

Starting a New Game

1. Select your method of control by pressing any button on either the mouse or the controller to select that method.
2. Answer YES when asked, "Will you play a new game?"
3. Select the scenario you would like to play.
4. Answer NO when asked, "Would you like to watch battles you are not directly involved in?" to avoid viewing conflicts between other warring states.
5. Decide the number of players, from 1 to 8.
6. Move the cursor across the map and choose a fief to rule. Each fief has a specific ruler associated with it. Confirm the ruler and fief you have chosen.

7. Elect whether to keep the historical name of your ruler, or create a new name.

8. Set your ability levels as they are randomly generated.

9. Select a Skill Level to determine game difficulty. 1 is the easiest. 5 is the most difficult.

10. Verify your selections. If you select YES, the game will begin. NO will allow you to change the set-up.

Demonstration

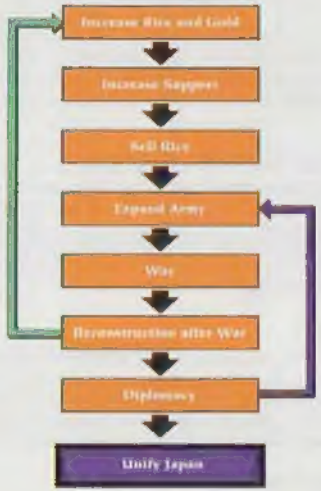
You can watch a computer-run demo by selecting 0 players. Press the RESET button to end the demonstration at any time.

Scenarios

There are 4 scenarios. You can choose your home base from 17 or 50 different fiefs. The amount of territories you start with and the condition of the fiefs varies according to the home base, the scenario and the game level.

1. Battle for the East (1560)	**17 fiefs**
2. Daimyo Power Struggles (1560)	**50 fiefs**
3. Ambition Untamed (1571)	**50 fiefs**
4. Road Towards Unification (1582)	**50 fiefs**

Game Flow



Example Play

Game Start

To get started quickly, choose the first scenario. Play the role of Oda Nobunaga by choosing Owari, fief no. 17. Set your taxes at 45%, but be sure to give rice or gold to the people to keep their loyalty above 80.

Increase Rice and Gold

Before you start gaining additional territories, you want to give your home territories a strong economic base from which to expand. You need to increase the amount of rice and gold coming into your province. Cultivate your land to increase productivity and raise the amount of rice you produce. Increase your flood protection so that typhoon damage will be minimized. Invest in your town to increase wealth.

Increase Popular Support

A loyal population will work harder, produce more rice and pay their taxes more willingly. Therefore, it is very important to give your people and troops reason to support you as much as possible. You can increase support by giving rice or gold to either group. When loyalty is above 250, the amount of rice and gold you collect in the fall will increase substantially.

Sell Rice

When your land productivity is high, your fief will enjoy bountiful harvests of rice. It's helpful to trade surplus rice with the merchant to gain the capital required to maintain your province. Keep an eye on the market rates. When you have a lot of rice and the selling rate is high, sell some of that extra rice to raise your gold supply.

Expand Army

You won't get very far in your attempt to unify Japan if you don't have a strong army to back you up. Hire soldiers to increase the size of your army. Don't forget to train them and maintain their morale with rewards of rice and gold.

War

As your home province grows, you will want to expand your sphere of power. Spy on your neighboring fiefs, and attack one of your weaker foes. Bring enough men and rice to the battle, and position your strongest unit as close to the enemy command unit as possible. Be sure to protect your command unit from potential attacks, as destruction of the command unit means defeat.

After War

The spoils of war are rewarding, but you can lose newly acquired land quickly if you don't act wisely. Choose to rule the conquered territory yourself, or delegate the responsibility by giving the fief a general policy by which it will be governed. Hire new soldiers to replace those lost in battle, and maintain the loyalty of your new subjects!

Diplomacy

By the time you gain vassal territories, your rival daimyos are likely to have expanded their territories as well. If your neighboring daimyo is powerful, a non-aggression pact or strategic marriage is one way to protect your country. At the same time, you can weaken a rival daimyo by sending a ninja spy to persuade the people of a rival daimyo to betray their lord, or to destroy river banks of the rival fief to lower its flood control.

Unify Japan

Glory will be yours when you conquer all the lands on the map - 17 fiefs in Scenario 1 and 50 fiefs in Scenarios 2,3, and 4.

Note: If your daimyo dies from illness, old age or battle wounds at any time during your quest to unify Japan, the game will end.

Main Screen Displays

Main Display

This is the view of the screen as you are accessing commands.

1. Current year and season
2. Command Menu
3. Daimyo Graphic
4. Province and Territory Color
5. Fief statistics
6. Type of control the province is governed under
7. Market Rates

Game Map

Press the L or R button to view the game map of Japan.

Resuming A Saved Game

Answer no when asked, "Will you play a new game?", then select which game you wish to continue (1 or 2). The game will start from where it was last saved.

The Options Menu

You can access the options menu from the OPTIONS main command menu.

Quit

Save

At any time in the main command mode you can save up to 2 games. The saved data for a game is erased if you save a new game in the same location.

Load Game

Restart and play a saved game.

End

Use this command to end the game you are currently playing. You have the option of watching the computer continue playing the game for you.

Settings

Animation

Switch the animation graphics on or off.

Message

Choose the time length at which the messages will be displayed. 1 is the shortest, 10 the longest.

Battle Display

Decide whether you wish to watch battles you are not directly involved in by selecting [View] or [Don't View].

Music

Switch the background music on or off.

Ctrl

Switch between using the mouse or the controller pad.

Managing Affairs of State

Daimyo Abilities

Age

Every spring each daimyo grows one year older. An elderly daimyo whose health is weak may die at this time. A high health value can lengthen your daimyo's life.

Health

The healthier your daimyo is, the less likely he is to become ill. Since there are some commands a sick daimyo cannot give, it's important for your daimyo to be as healthy as possible. Health values will decrease every spring and anytime there is an epidemic. If your health reaches zero, your daimyo will die!

Drive

This value represents how ambitious your daimyo is in his pursuit of uniting Japan. Your drive will increase every time you win a battle.

Luck

As in all games, the luckier you are, the better your chances are of winning. Luck will decrease whenever marriage negotiations fail. There are no commands you can give to increase this value.

Charm

This value represents your daimyo's popularity. The greater this value, the more loyalty your daimyo can expect from his peasants and soldiers. This value will increase when you give rice or gold to your peasants or when you win a battle. It will decrease when marriage negotiations fail.

Intelligence

Your daimyo's intelligence influences the effectiveness of many commands. Intelligence will increase when you win a battle and decrease when you lose.

Fief Conditions

Gold

Most of your gold comes from yearly taxes collected in the fall. The amount of gold you collect usually depends on the value of the town and the degree of peasant loyalty. You can also acquire gold by borrowing from merchants or by selling rice.

Debt

Debt is the total amount of gold you owe the merchant. Payment of loans will be automatically taken out of your gold supply in the fall.

Town Value

The value of the town represents the prosperity of your fief. Town value influences the amount of taxes you collect in fall, and your ability to borrow gold.

Rice

Rice is collected along with gold each fall as part of your taxes. To maximize this amount, keep your productivity, peasant loyalty and tax rate high. You can also buy rice from or sell rice to the merchants. Rice is necessary to feed your army during both peace and war. If you run out of rice during a battle, you automatically lose!

Productivity

This value reflects the amount of rice you can produce. The **DEVELOP-Produce** command, will increase your fief's output, but it will also lower your peasant loyalty and dams value. Sickness and typhoons will decrease your productivity.

Dams

The Dams value represents how effective your flood control is from 0-100%. If your Dams value is high, there is less of a chance that your land will be flooded by typhoons in summer.

Loyalty

Loyalty represents how loyal your peasants are to you, their lord. A high value means they will give you more rice and gold in fall, but a low value means that they might be plotting to rise against you. You can raise loyalty with the command **GIVE**, but loyalty will fall if you increase taxes or productivity.

Wealth

Wealth represents the prosperity of your peasants. It affects the amount of taxes you collect and your peasant loyalty. You can increase wealth by using the **GIVE** command.

Men

Men shows the number of soldier units in your army. Each soldier unit represents 1000 men. You may increase the size of your army with the **RECRUIT** command. Your army's morale, skill level and arms level will go down every time you take in fresh recruits.

Morale

Morale shows the loyalty level of your soldiers. A high morale means your soldiers will gladly fight to the death for you. However, low morale may cause soldiers to defect to your enemy during wars or rebel against you during peace. You may increase soldier morale with the command **GIVE**.

Skill

Skill reflects the training level of your soldiers. If your skill value is high you might be able to defeat a larger army during battle. Use the **TRAIN** command to raise your soldiers' skill level.

Arms

A well equipped small army can often defeat a large poorly equipped one. Therefore, you should keep the army, both well equipped and well trained. Buy arms from the merchant when he is in town.

Main Display Commands

Military Commands – These commands will help you in your military endeavors.

War

Use this command to attack a neighboring fief. See WAR page 32 for details. You may not be able to attack if your army is sick.

Move

Use this command to move your soldiers or your daimyo to one of your neighboring fiefs. Your daimyo must be moved with at least one unit of men, and cannot move when he is ill.

Recruit

Use this command to recruit soldiers. Soldiers are recruited in groups of 1000 men. When you recruit, your morale, skill and arms levels will go down. You must pay and feed your soldiers each fall and you cannot release them from the army once you have hired them.

Ninja

Use this command to send a ninja. Unlike soldiers, the skilled ninja are used to one special mission and must be sent out immediately.

Uprise	Your ninja will spread nasty rumors in another fief to lower peasant loyalty and try to start an uprising.
Revolt	Your ninja will impart damaging reports among the soldiers in another fief to lower morale and try to start a military revolt.
Destroy	Your ninja will try to blow up dams in a rival's fief.

Attack Your ninja will try to assassinate one of your rivals. Daimyos with a large army or a high IQ are difficult to assassinate, but even if they can withstand your attack, it's likely that their health will decrease.

Arson Your ninja will try to set fire to a rival's town.

Train

Use this command to drill your men into shape and raise their skill level. Training your soldiers doesn't cost any gold, nor does it reduce any other values.

Arrange

[illegible] three [illegible] one cavalry [illegible] Use this command [illegible] decrease [illegible] ARMS [illegible] ARMS [illegible] one [illegible] Rifles [illegible] the [illegible] arrow to increase the [illegible] and the DOWN [illegible] decrease. Remember, you must [illegible] any other unit. Press Button A when you are finished.

> Tip: It's helpful to concentrate your forces by assigning all soldiers to the Command Unit (1), the Cavalry Unit (2), and the Rifles Unit (3). Set your Rifles unit to the maximum amount.

DOM — Domestic Commands

Use these commands to govern your fief.

Tax

Use this command to set your tax rate between 0 and 100 percent. But remember, if you set it too high, your peasant loyalty will go down and they may actually give you less.

> Tip: [illegible] between 35 and 55 percent. 45% is usually a safe bet.

Send

Use this command to send [illegible] gold to one of your other fiefs. [illegible] how many [illegible] a fief can hold, which varies according to several fief conditions.

Develop

Choose an area of the economy to develop.

Towns

Use this command to raise your town's value. A high town value means you will collect more gold in the fall.

Dams

Use this command to [illegible] dam value [illegible] damage caused by typhoons. The maximum value is 100.

Product

Use this command to increase your fief's output by cultivating new rice fields. Growing rice decreases your dam value and your peasant loyalty.

Tip: Developing your town is a delicate balancing act. When you decide to borrow money, remember that your town will grow. The [illegible] of your development [illegible] there are two good ways to decide [illegible] each day. [illegible] right. [illegible] Yamashito and Sensu.

TRADE

Since merchants are always traveling, they are not always in every town. [illegible] where you can't travel into increasing [illegible]

LOAN	The merchant lends you gold depending on your town value. A higher town value will allow you to receive a larger loan. You may give another command after receiving a loan. Loans will automatically be paid off in the fall, if you have enough money. See "The Basics of Borrowing Money" page 25
REPAY	Pay off a debt partially or in full
SELL RICE	Sell rice to the merchant
BUY RICE	Buy rice from the merchant.
BUY ARMS	Buy weapons from the merchant to increase your soldier's arms value

THE BASICS OF BORROWING MONEY

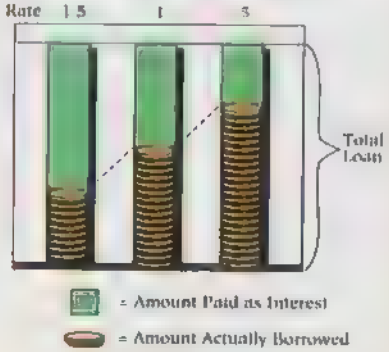
The maximum amount you can ever borrow is equal to the town value. Remember, though, that this includes interest on the loan. The actual amount that you receive in your account is only a part.

TOTAL LOAN = AMOUNT BORROWED + INTEREST

TOTAL LOAN MAXIMUM <= TOWN VALUE

Be wary of the interest rate, which is very high. The benefits of gaining some extra gold may not be worth the potentially large debt.

BREAKDOWN OF DEBT



Give

Giving gold or rice to the peasants or their wives increase their loyalty and wealth and will also increase your charm.

Rice→P	Give Rice to the People
Rice→S	Give Rice to the Soldiers
Gold→P	Give Gold to the People
Gold→S	Give Gold to the Soldiers

DIPL **Diplomacy Commands** Use these commands to your relations with other rulers.

Pact

As another daimyo to ally with you. When you ask, your rival will either ask you to pay a certain amount of gold or he can request. If you pay the gold you will have a pact. However, this pact doesn't completely guarantee that you won't be attacked by your ally. Every year your treaty will become weaker until it expires, point. After either you or your rival may break it.

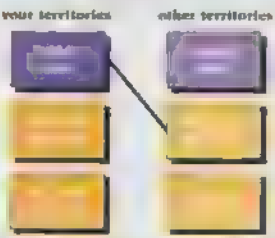
Marry

As another daimyo, you may marry his daughter. If he lets you marry her, you will have a stronger alliance and after the wedding he will be part of your family. This alliance, like a pact, may also be broken over time.

Bribe

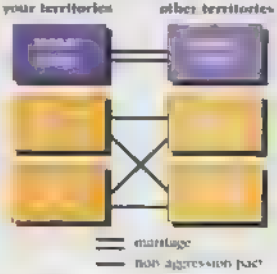
Free way for territories of gold. This spy will use some of your gold to bribe peasants from a rival fief to leave their own fief. If your spy succeeds, the peasant level in that rival fief will decrease and some of its peasants will move into your fief.

ALLIANCE BY PACT



When you make an alliance with other territory, the alliance does not extend to the home base or other territories held by the same rival ruler.

ALLIANCE BY MARRIAGE



When your daimyo's home base makes an alliance by marriage with another daimyo's home base, the alliance extends to all the territories in both daimyos' realms of power.

Note: This limits the amount of territories you can invade!

CTRL **CONTROL COMMANDS** - Use these commands for management of your vassal states.

VIEW

Look at data for other fiefs

TERRITORIES	View all the fiefs that you control.
HOME	View your home base data
OTHER	Send out a spy for ten units of gold to look at information about any one fief in Japan.

DELEGATE

Transfer command of as many vassal fiefs as you like to the computer

ALL CONTROL	Delegate command of all your vassal fiefs to the computer.
CANCEL	Cancel all delegations and take control for yourself
MIXED CONTROL	Change the type of control given to each of your vassal states.

There are five options for the types of delegation a vassal state could have

TRADE

The computer will develop western town value and peasant wealth.

MILITARY

The computer will increase army's size, soldiers' morale and arms level

BALANCED

The computer will develop industry, farming, and military power equally

PRODUCTION

The computer will increase and cultivation and develop peasant loyalty.

DIRECT

YOU will control the fief

HOME BASE

You can not delegate control of the fief where your daimyo is located.

REST

Allows 10 seasons to pass. Rest will improve your daimyo's health

OPTN **OPTIONS COMMANDS** - Use these commands to reset the game's format functions

QUIT

SETTINGS

These commands are described in full on pages 15 - 16

Game Events

Seasonal Events

Every year certain events occur with regularity.

Aging

Every spring each daimyo grows one year older and all health values decrease by one point.

Collecting Taxes

Every fall you collect taxes from your people as the price for your protection. The amount of rice and gold collected will depend on your fief's level of productivity, town value, wealth and peasant loyalty.

Distribute To Troops

Every fall you must distribute food and gold to your troops. If your fief can not support these men, they will desert.

Natural Disasters

These events occur randomly.

Typhoons

Typhoons arrive only in summer. Your output will decrease after a typhoon. Keep your troops out of harm's way if you can to avoid some of the damage caused by typhoons.

Plague

A terrible disease could strike your population at any time of the year. It will reduce the health value of your daimyo and death is possible if his condition was already weak. A plague will also cause the number of your soldiers to fall.

Rebellions

Military Revolts

These will usually occur when your army morale is low and your daimyo's status is low. A military revolt occurs in your home fief. The screen will change to the battle display and your daimyo will lead his colonels against them. However, if it occurs in a vassal fief, the battle will be fought by the general in command.

Peasant Uprising

Uprisings occur when your peasant loyalty is low and you have a low chart level. If an uprising occurs in your home fief, you can either give the rebels gold or go into battle with them. To keep fief [illegible] in scenarios 2, 3 and 4 peasant uprisings never occur.

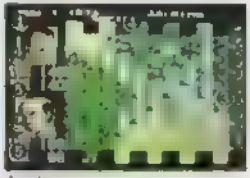
Bidding

If a daimyo is mortally wounded in a peasant uprising or dies from illness, his land is auctioned off to his neighbors. You may make a bid to gain control over his territory. This gold must come from your home fief.

WAR

To unify Lipan, you must engage in military campaigns to conquer other fiefs.

Battle Display



1. Day of the battle
2. Daimyo names
3. Battlefield terrain
4. Name and number of the fief where the battle is occurring
5. Rice and gold held by the armies at war

Phases of War

Before War

There are four circumstances that can bring about any battle:

1. You invade a neighboring fief with the WAR command.
2. A neighboring fief invades your land.
3. The peasants in your land revolt against you.
4. Your soldiers rebel against your rule.

When you choose to attack, you must decide how many men to bring to battle, and how much rice to take. When you are on an attack from your home base, you can choose whether to bring your Daimyo to battle or not.

Troop Deployment

Positioning units is the first stage of war. Since the defending army places its men first, it can put them anywhere on the map. The attacking army leaves its units just a few meters in the area near the fief or where they begin the attack. These areas are highlighted. The attacking army may not place men in the defender's castle or town. When placing your men, use the cursor keys to move the cursor and press Button A when you decide where to put the unit.

Combat

After both sides have placed their units, the battle begins. The defending army always [illegible] the attacking army has its turn. A day passes after both sides have issued one set of orders.

Battlefield Commands

These commands can be performed simply by moving the cursor

Move

Move the cursor onto the terrain where you wish to move, and press Button A to select

Attack

Move the cursor onto the terrain where the enemy, that you wish to attack, and press Button A to select

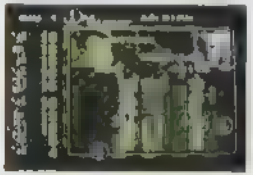
Pass

Press Button A when the cursor is flashing on your unit to let it rest for the day

These commands can be accessed from the war command menu.

VIEW View

Display a chart showing the warring daimyo's abilities You may give another order after using this command



1. Attacking Daimyo
2. Defending Daimyo
3. Troop Breakdown
4. Battle Statistics

BRIBE Bribe

Bribe enemy soldiers to switch to your army. Only the command unit can issue this command. You must also have more [illegible] gold than soldiers in the field. Be aware of your own [illegible] and your army strength and decide whether you are successful.

PASS Pass

Waive one unit's turn for that day

FLEE Flee

Retreat to one of your bases during battle. It's leaving all your gold, rice and soldiers behind. This command can only be issued by the command unit

DEL Delegate

Let the computer take over, and just watch the rest of the battle. This command can only be issued by the command unit

Unit Markers

Command

The command unit which is led by the daimyo, or one of his generals. It plays the [illegible] in the battle, at least. It is an infantry unit of foot soldiers

Cavalry

Each army may have only one of these units which are twice as powerful as any infantry unit

Rifles

Each army may have only one of these units, and its size depends on the army's size. This unit is twice as powerful as a cavalry unit.

Infantry

These are made up of ordinary foot soldiers, and are not as powerful as the cavalry or rifle group.

Side Displayed by Color

The attacking side is signified by the color red, and the defending side is shown in blue.

Unit Strength

This shows the number of men in thousands. When this number drops to zero during battle, the unit will be destroyed.

Topographical Map

Plains

Flat land. Plains are not a very good place for battle because they offer no offensive or defensive advantage.

Hills

Hills are better for both offensive and defensive purposes.

Mountains

Completely impassable.

Water

This includes lakes, rivers, and oceans. This terrain is also impassable.

Town

Although the town is not as good as the hills for battle, it offers more advantage than the plains. However, when used as a battleground, the town will be damaged and its value will decrease.

Castle

This is the best position for both offense and defense. If a castle is taken by attacking men, the morale of the defending army will decrease.

When the Battle Ends

Conditions for Victory

A war ends when

a) One side runs out of rice

b) One side's command unit is destroyed.

c) One side retreats

d) If the battle doesn't end within one month, the defending side wins.

e) If both sides are destroyed at the same time, the defending side wins.

Outcomes of War

When the Attacker Wins

If the attacking side wins, it will take over the losing side's fiefs. The winner will also take over all his vassal fiefs.

When the Defender Wins

If the defending side wins, the attacking side's fiefs will be given to the winning side's vassals. The attacking commander will be killed in the battle. The defending side takes over all of the losing side's fiefs.

After Having Suppressed a Revolt or an Uprising

Your fiefs or peasants will be affected, depending on the case, and you can win after fighting your own soldiers or peasants.

Reference Guide

Great Daimyos of the Warring States Period

Oda Nobunaga of Owari (1534-1582)

Nobunaga was a rebel almost from the time of his birth. He disobeyed his nurses and parents and was disliked by most people who knew him. He soon gained a reputation for being an arrogant [illegible] man. But as he got older, he began [illegible] the strategy of [illegible]. As soon as he [illegible] he [illegible] Tokugawa [illegible] Oda [illegible]. He [illegible] and finally [illegible] to become the undisputed ruler of the province of Owari.

Nobunaga realized that Oda Ieyasu, the Shogun, [illegible] he [illegible] Nobunaga [illegible] the capital city of Kyoto and [illegible] Ashikaga Yoshiaki, the 15th Shogun. Yoshiaki was [illegible] Nobunaga [illegible] Yoshiaki [illegible] Nobunaga [illegible] their friendship was short-lived. Nobunaga rarely listened to the Shogun's commands, [illegible] displeased. Yoshiaki was disgusted. He secretly formed an alliance with Takeda Shingen, [illegible] Asakura Kagetsuna. [illegible] Nobunaga [illegible] Nobunaga [illegible] by crushing the two clans which had [illegible] the Asakura clan and the Asai clan.

By this time, Nobunaga's rival, Takeda Shingen, had died of old age, and Nobunaga allied himself with the monks of the powerful Ikko Sect. Nobunaga's dream of unifying Japan was taking form and growing more and more likely every day.

Meanwhile, while preparing for battle in the Chugoku Region, Nobunaga was betrayed by one of his own generals. The Akechi Mitsuhide attacked him at the Honnoji Temple with his own troops. A Japanese warrior to the end, Nobunaga died honorably by committing harakiri at the age of 49 in the Summer of 1582.

TOKUGAWA IEYASU OF MIKAWA (1542 - 1616)

Tokugawa Ieyasu was the founder of a 250 year period in Japanese history called the Tokugawa Era. Strangely enough, this great leader spent his childhood as a hostage of the Imagawa Clan. As he grew older and saw the Imagawa Clan starting to lose power, he allied himself with Oda Nobunaga. Ieyasu was very close to his parent and always knew the benefits of making friends with up and coming rulers. His ability to be in the right place at the right time helped Tokugawa to become such a powerful man.

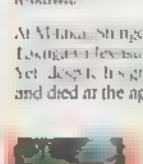
After Nobunaga died, Ieyasu initially served Nobunaga's successor, Toyotomi Hideyoshi, despite his growing personal ambitions. When Hideyoshi died in 1598, Ieyasu went to war against the Toyotomi Clan and defeated them, leaving Nobunaga's only son, a united Japan. Ieyasu lived to be 75 years old and is remembered in Japan for his cleverness and ruthlessness in negotiations.

TAKEDA SHINGEN OF KAI AND SHINANO (1521-1583)

In the 16th century, the name of Takeda Shingen struck such terror into the hearts of the other daimyos that he was given the nickname "the Tiger of Kai." They say that the first time young Tokugawa Ieyasu saw Takeda Shingen, he was so paralyzed with fear, he was a second daimyo. Shingen's notoriousness was infamous. Under his leadership, he caused the Kai Clan to become the most powerful in the area. Shingen's reputation grew as quickly as his power. Not to be outdone, Uesugi Kenshin tried to block the advance of Shingen's army. The two fought five times on Kawanakajima Island before either could claim a decisive victory.

In the course of the prolonged warfare, Shingen succeeded in conquering a large portion of Shinano. His troops leveled Nagano in a great tidal wave, forcefully taking over the lands of Suruga and Mikawa.

At Mikata, Shingen battled against the combined armies of Tokugawa Ieyasu and Oda Nobunaga and easily defeated them. Yet, despite his great strength, Shingen could not overcome old age and died at the age of 53.



UESUGI KENSHIN OF ECHIGO AND KOZUKE (1530 - 1576)

The third son of a high ranking official and ferocious warrior, Nagao Tamekage, Kenshin began his career when he inherited leadership of the Nagao Clan. He was subsequently adopted into the family of First Minister Uesugi of Kamakura. Later, when a Buddhist said to be the given name of Kenshin (Lord Hundred), which he used thereafter.

Kenshin won [illegible] by subdoing [illegible] lost [illegible] Kenshin set out to conquer the [illegible] Kenshin [illegible] Takeda. The [illegible] was actually a series of five separate major engagements.

In the fourth engagement, Kenshin successfully [illegible] in an historic man-to-man duel, which ended in a stalemate. [illegible] Mori Motonari [illegible] to unite the nation barely half realized.

[illegible] poisoned [illegible] He was [illegible] and [illegible] good for the times."

Mori Motonari of Aki and Nagato (1497 - 1571)

Mori Motonari was a brilliant man, maybe the greatest strategist of the 16th century. He was also very cruel, jealous and greedy. While still a youth, he assassinated all of his brothers to make sure that he would inherit his father's [illegible]. This [illegible] Motonari [illegible] to power.

When [illegible] Motonari [illegible] good at gathering [illegible] strong [illegible] He was a good strategist and [illegible] his well trained soldiers in battle.

Motonari [illegible] Hojo [illegible] Kenshin [illegible] Motonari [illegible] Kenshin [illegible] Motonari [illegible] Kenshin [illegible] Motonari

Imagawa Yoshimoto of Totoumi and Suruga (1519-1560)

Yoshimoto was born a member of the Imperial Family. He was trained in the ways of a noble-man and warrior, isolated from the real world within his parents' castle. Unfortunately when his parents died, Yoshimoto [illegible] to become the [illegible] leader. While [illegible] Yoshimoto [illegible] hostage. Little did he know that [illegible] would later take the name of Tokugawa Ieyasu and go on to rule Japan.

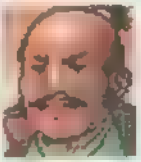
However, it was not Ieyasu who would bring about Yoshimoto's death. Yoshimoto made his last mistake by publicly insulting Oda Nobunaga. Nobunaga [illegible] revenge by ambushing and ending the life of Yoshimoto at the Battle of Okehazama.

Saito Yoshitatsu of Mino (1527-1561)

Yoshitatsu was the son of Saito Dosan, a commoner who managed to raise himself from a lamp oil peddler to Assistant Governor of Mino Province. Yoshitatsu's mother was a concubine of the Toki Clan and Yoshitatsu was illegitimate. Dosan strongly suspected Yoshitatsu was his own son and [illegible] specially made his [illegible] in his dealings with him. Nevertheless, he stubbornly refused to acknowledge Yoshitatsu's true birthright.

Despite these repeated slightings, Yoshitatsu put his two younger brothers, Dosan's acknowledged children, to death. He then defeated and destroyed his father in the Battle of Nagara River

before Oda Nobunaga. Dosan's son-in-law was able to come to the rescue. Nobunaga [illegible] respect towards his father-in-law Dosan's death, but Yoshitatsu successfully fought out against this [illegible]. However, despite the victory, Mino fell into Nobunaga's hands after Yoshitatsu's son, Tatsuoki, came into power.



Rokkaku Yoshikata of Iga (1521-1598)

The Rokkaku Clan is generally believed to have descended from the Sasaki Clan, descendents of Uda Tenno (the 59th Emperor of Japan, 889-897) who originally took up the management of the Sasaki Estate in Omi.

Yoshikata inherited the family estate at the age of [illegible] upon his death of his father Sadayori. As evidenced by an autographed scroll presented to [illegible] Shogun Ashikaga Yoshiteru, Yoshikata was noted for his unswerving loyalty to the Ashikaga Shogunate. To protect Shogun Yoshiteru while escorting him back to the court in Kyoto, he fought and beat Miyoshi's troops at Shirakawa. However, Yoshikata was defeated by Oda Nobunaga, who had likewise accompanied the other pretender to the Shogunate, Ashikaga Yoshiaki, to Kyoto. Although he unified with Miyoshi and Asai to attack Shibata Katsie, a military commander of the Oda camp in southern Omi, Yoshikata was defeated again and finally submitted to Oda Nobunaga.

Miyoshi Chokei of Settsu and Izumi (1522-1564)

Along with his vassal Matsunaga Hisihide, Miyoshi Chokei personified the treachery and manipulative politics so rampant during the Warring States Period

[illegible]

Asakura Yoshikaga of Echizen (1533-1573)

Asakura Yoshikaga was a son of Asakura Noritake Master of Ichijo-ga-tani, a castle in Echizen Province

During Ashikaga Yoshiaki's march on Kyoto, Yoshikaga was asked for assistance but his troops were [illegible]

[illegible] and asked called on other daimyos to [illegible] Nobunaga [illegible] Yoshiaki [illegible] Nobunaga ordered his troops to attack Ichijo-ga-tani Castle

[illegible]

Asai Nagamasa of Omi (1545 - 1573)

At the age of 15, Asai Nagamasa came into his inheritance Even at an early age Nagamasa had the marks of an extraordinary leader The vassals of Omi had high hopes that Asai's talent would make up for the poor leadership of his father, Hisamasa

[illegible]

[illegible]

Ashikaga Yoshiaki of Yamashiro (1537-1597)

Ashikaga Yoshiaki of Yamashiro was the 15th and last Shogun of the Ashikaga Shogunate. Following the assassination of his brother Yoshiteru by Matsunaga Hisaiteru and Miyoshi, Yoshiaki switched his allegiance from one daimyo to another to escape the assassin's dagger. Finally, seeking refuge in the house of Asakura in Echizen. When Asakura Yoshikage failed to take up arms in his defense against revolting vassals, Yoshiaki enlisted the help of Oda Nobunaga. Nobunaga readily complied with his request and escorted Ashikaga Yoshiaki to the capital, Kyoto, and installed him as the 15th Shogun.

However, Nobunaga soon sought to undermine the authority of Ashikaga and began usurp power from the shogunate. Aware of Nobunaga's designs to the Shogunate, Ashikaga sent word out to provincial governors in an attempt to form an anti-Nobunaga Coalition. While a number of the governors responded, it was not enough for the Ashikaga, they were no match for Nobunaga and Yoshiaki's reign finally ended. Thus the Ashikaga Shogunate was brought to an end.

Historical Background

15th and 16th Century Japan experienced widespread civil unrest. This period of Japanese history, which lasted from 1467 to 1600, is called "Sengoku jidai" or the Warring States Period.

The first revolt against the centralizing power of The Shogun started a series of conflicts with successive conflicts within the Ashikaga Shogunate. As the Shogun's authority and power were weakened, the country became divided into provinces or fiefs ruled by military lords referred to as Daimyo.

Takeda Shingen, Uesugi Kenshin, Imagawa Yoshimoto, and Mori Motonari were famous Daimyo who survived the successive civil wars of the time. These daimyo succeeded because they were highly skilled warriors and administrators. In the case of their title, they inherited lands that had formerly belonged to other powerful families and gave it to their own assistants and local governors. These men also fostered the development of the local economy by building castle towns and then protecting them with their military strength.

Oda Nobunaga was the first military and able to quell most of the [illegible] of warring [illegible] Nobunaga [illegible] in Owari, the northwestern part of [illegible] Aichi Prefecture, he succeeded his father [illegible] of the domain and became an independent military lord at the age of 17.

Nobunaga's military strategy was unique for the time, based on high [illegible] and the use of firearms. After [illegible] Owari, he defeated [illegible] Yoshimoto of Suruga in the central part of modern Shizuoka Prefecture. Nobunaga was ruthless both [illegible] of battle, showing no hesitation to [illegible] who stood in his way.

In [illegible] Nobunaga ousted Ashikaga Yoshiaki from the highest office [illegible] the Shogunate. Not [illegible] to become shogun [illegible] the [illegible] the whole country. Nobunaga built a castle at Gifu and used it as a base from which to conquer the nation.

Nobunaga was eccentric, aggressive and ruthless [illegible]. Despite his [illegible] in war, Nobunaga nevertheless was a conscientious [illegible] permitting [illegible] his territory. He came very close to unifying Japan under his rule.

However, in 1582, on his way to reinforce generals lead by Toyotomi Hideyoshi, Oda Nobunaga was attacked by his subordinate Akechi Mitsuhide and, with no recourse left, committed hara-kiri. Nobunaga's ambition was [illegible] and [illegible] earned him into yet another tragic hero of Japanese history.

After Nobunaga's death Hashiba Hideyoshi, one of his most trusted vassals, took revenge on Mitsuhide and continued to build on Nobunaga's domain. He won over all the southern islands of Kyushu and Shikoku, and outlasted his remaining enemies to the north. He became the greatest military power in Japan and changed his name to Toyotomi Hideyoshi.

But military strength was not enough. Although none of the other military leaders posed a challenge to him, they did not [illegible] his [illegible] social status, determining [illegible] of food made it impossible [illegible] to become shogun, [illegible] the country was ready to accept Hideyoshi as its master when Nobunaga died. He [illegible] however, that [illegible] was not the answer and decided to be patient. When Hideyoshi passed away Ieyasu seized his chance.

After Hideyoshi's death, Japan was split into two opposing sides: the East under Tokugawa Ieyasu and the West under Ishida Mitsunari. In the year 1600, the two armies met at the Battle of Sekigahara. Tokugawa Ieyasu emerged the victor, and after nearly twenty years of patient service to both Nobunaga and Hideyoshi, he became the supreme ruler of Japan. The government he has established lasted for over 250 years. These 250 years of peace are called the Tokugawa or Edo Period.

Important Battles

A Surprise Attack on Imagawa at Okehazama

The Imagawa clan was distinguished from [illegible] Yakiaga Shogunate. Imagawa Yoshimoto [illegible] with the desire to march on Kyoto, then the capital of Japan, and thus hold sway over the entire country. Standing in his way was Oda Nobunaga. On [illegible] Imagawa Yoshimoto ordered his army – some 25,000 strong – to march through Owari to crush the troops of Oda Nobunaga. They resisted.

Oda Nobunaga was too proud to let the army of Imagawa pass through his domain unchallenged, but Imagawa's army [illegible] entered Owari on its way to Kyoto. Despite the urgent [illegible] that Nobunaga to resist, only [illegible] 3,000 men. [illegible] fighting against [illegible] attack were close at [illegible] thus he [illegible] the difficult choice of fighting an impossible battle or surrendering to his enemy. His [illegible] gathered [illegible] and recommended [illegible] Kiyosu castle, but Nobunaga had already made up his mind. A surprise attack!

That night he ordered his men to Mount Atsuta, [illegible] from his castle with [illegible] cavalry. Stopping at Atsuta Shrine, Nobunaga took a few [illegible] with him [illegible] the [illegible] time on the moment. By then the rest of his force had caught up with him.

At that moment Imagawa Yoshimoto was camped at Dengaku-Hazama, along a narrow stretch of [illegible] and [illegible] extremely [illegible] after heavy rain. Imagawa's men began to [illegible] drunk, devoid of [illegible] scattering around them. As Nobunaga's men drew near the hill behind Yoshimoto's camp, the sky suddenly became dark and cloudy and [illegible]

downpour that [illegible] Imagawa's men huddling together for shelter. The dark and ominous clouds screened the movements of Nobunaga's men closing in on them. When the storm abated Nobunaga raised our Attack. At [illegible] he rushed down the slope in a heedless charge at the Imagawa's camp. The sudden charge caught the [illegible] unprepared and threw them into complete confusion. In the [illegible] that ensued one of Nobunaga's men, Hattori Kobei, [illegible] Imagawa's head [illegible] spotting Imagawa hurled [illegible] at him. At the critical moment Imagawa [illegible] the sword and [illegible] thought [illegible] of the speed of [illegible] now [illegible] But before he could [illegible] attack [illegible] of Nobunaga [illegible] Mori Shinsuke [illegible] and cut off his head. Thus the mighty Imagawa met his end.

With the loss of their leader Imagawa's army fell apart and more than [illegible] were killed dead. The defeat was so crushing that the name of the Imagawa clan never resurfaced on the stage of Japanese history.

The Era of Firearms

Although Japan has a long history of nationalism, influences from the West also played a role in shaping the [illegible] of the nation. In particular, the [illegible] played a key role during the Battle of Nagashino, when Nobunaga overwhelmed his enemy by deftly using firearms.

Takeda Katsuyori, who had been [illegible] fighting since the death of his father, Takeda Shingen, was marching [illegible] Mikawa in the spring of 1575. On his way to Mikawa, he attacked Nagashino Castle in an attempt to meet no resistance. Okudaira Sadamasa, in respect for his alliance with Tokugawa Ieyasu, Oda Nobunaga joined with Tokugawa Ieyasu on the battlefield of Nagashino against Katsuyori.

On May [illegible] Tokugawa and Oda's forces (30,000 men) launched an attack on Takeda Katsuyori [illegible] men across Tarako River. The allied forces had [illegible] miles which they

deployed in tiered formations. While the front rank fired their guns, the second formation released their guns and retreated to reload, prepared to shoot. Nobunaga had invented the three-stage firing strategy, which remained his forces' tactic throughout the battle. In each stage the gunners were protected by heavy shields. Despite the tight-knit soldiers' barrage of Takeda's cavalry, they could not penetrate. Nobunaga and Tokugawa's cavalry then charged and forced the retreat. Well over one-third of the men dead, Takeda Katsuyori narrowly escaped to Kai with only six of his vassals. Takeda did not challenge Nobunaga again.

Fall of Nobunaga

In the spring of 1582, it seemed as if nothing could stop Oda Nobunaga from achieving his goal of unifying Japan. He had already conquered the central Japan and maintained a state of alliance with the east. He began to prepare for an attack against the western rivals.

Nobunaga left Azuchi Castle to travel to Chugoku on June 1582. He planned to depose his ally Mori Terumoto, who had been allied with Hashiba Hideyoshi against the Mori clan. From there, he intended to march on to Sanyoku to overcome the Chosokabe clan's resistance. At the start of the campaign, Nobunaga and a few of his vassals rested at Honnoji Temple in Kyoto to partake in a tea ceremony.

Nobunaga's commander Akechi Mitsuhide was supposed to have left Japan Hideyoshi's forces in attacking the Mori clan in Chugoku. But when he was just outside of Kyoto, he assembled his men and turned back and shouted, "Men, the real enemy is inside Honnoji Temple." He commanded his men to attack his lord, Oda Nobunaga.

On the morning of June 1582, Akechi Mitsuhide's troops stormed Honnoji Temple. Unnoticed by the commotion, Nobunaga asked his page, "What's going on outside?" Learning that Akechi Mitsuhide was leading a revolt against the Temple, Nobunaga yelled, "What a cowardly act!" Unable to acknowledge defeat when so close to obtaining victory, Nobunaga fought attackers with his spear. When the situation proved hopeless, he exhausted Nobunaga retreated to a room where he, along with his 19-year-old page, committed hara-kiri.

Many theories have been proposed as to the motives of Akechi Mitsuhide. Possibly, he was avenging the murder of his mother. A few months earlier, Nobunaga had ordered his vassal Mitsuhide to attack the lord of Iyo. Mitsuhide had to expel many vassals to make room for Iyo's new lord, and his brother, local warriors who fled Iyo. The Hatano brothers entrenched themselves in a nearby castle and Mitsuhide led siege. Mitsuhide tried to starve the garrison into a surrender, but Nobunaga proposed a peace treaty with the Hatano, persuading them to send a member of a hostage. The Hatano brothers accepted but when the emperor tried to release the child, Nobunaga slaughtered them and sent them to death. Increased by Nobunaga's treachery, Hatano's mother led an attack on Nobunaga. Less after a steward of the house of Mitsuhide, rather than Nobunaga, had been a fake mistake. Other theories of Mitsuhide's motive include his ambitious nature, his disgust as Nobunaga's represent a threat to Tokugawa Ieyasu, and his belief in rumors that Nobunaga was planning to take Mitsuhide's life. Who knows, Mitsuhide may have even harbored secret desires to rule the country himself.

Glossary of Game Terms

Castle

Huge fortress built by Daimyos both as a symbol of their strength and for protection.

Command Unit

The unit that is led by the commander of the battle force. The only times the commander will be the daimyo are when the fighting occurs in the home base or when the daimyo leads an attack personally. If the daimyo dies during battle then all his lands will fall into the hands of the opposing fief.

Daimyo

Japanese feudal lord. Usually controls several fiefs under his command. Often has a castle for his defense. Daimyos were warlords who strove to increase their dominance during this Warring States period.

Fief

Self-governing feudal state. Holds its own army and is responsible to its own citizens. During the Warring States period of Japan, the many fiefs of the nation were disconnected from each other. Daimyos strove to unify the land by conquering fiefs and then ruling them with their own policies.

Hara-kiri

The honorable way for a Japanese warrior to die, when faced with certain defeat. The warrior would take a short sword and plunge it into his stomach until death overcame him. The ritual included having a page to assist the warrior. If the warrior was unable to complete the act, the page would behead him, ensuring an honorable death.

Ninja

Specialized soldiers employed by Daimyos for secret acts of terrorism. Ninjas were schooled in the arts of espionage and hand-to-hand combat.

Shogun

The title of the military ruler of Japan. Originally, the Shogun's duty was to enforce the Emperor's rule and protect Japan from outside invaders. Declining power and influence in the Ashikaga Shogunate led to the decentralization of government and the era of the Warring States.

Vassal State

A state or fief controlled by a daimyo that lives in another fief. A Vassal State is much the same as a Self-Governing Fief, but often will be used to produce soldiers, rice, or gold for the controlling Daimyo's army.

Solutions To Common Problems

Are you considering the season before acting?

Think about the time of year before you choose a command. You might not want to **DEVELOP-Produce** in the spring, since it will lower flood control just as the summer typhoon season approaches. But performing that same command in the summer will increase the amount of rice you collect in the fall.

Are you making too many enemies?

A Daimyo, no matter how strong, cannot expand his territory if he is encircled by enemies. To avoid being squeezed on all sides by enemies, maintain friendships with some of your neighbors.

Are you making too many allies?

Although marriages and non-aggression pacts with neighboring fiefs will allow you to build up your army without interference, be very wary of surrounding yourself completely with allies. When the time comes to expand your realm of power, you may find your attempts to attack thwarted by non-aggression pacts.

Are you overly daring in war?

At war, do you attack opponents who are clearly too strong for you? Sometimes you must wait patiently for the right opportunity, or retreat while you are still able. Use your spies to find opponents that you can easily defeat. In battles, concentrate on attacking the enemy's command unit - don't waste your soldier's lives needlessly in attacks against other units if the command unit is nearby.

Are you spreading your forces too thin?

Bringing many soldiers to battle can help you gain territories, but be careful not to leave too few men behind. Alert rival daimyos will be sure to pounce on a fief with a tiny army. Make sure your fiefs are sufficiently defended before you attempt to conquer new territories.

Warranty

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Koei Corporation warrants to the original consumer purchaser that this game pak shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Koei will repair or replace the game pak at its option, free of charge.

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4. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify Koei Corp. by calling the **Technical Support Dept. at (415)348-0500, between the hours of 9 a.m. to 4:45 p.m. Pacific Standard Time, Monday through Friday.**
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You're out to take more from your enemies than their lunch money! You're one awesome Mongol by the name of Genghis Khan and you're hungry for conquest. Asia's up for grabs and here's your chance to make a mark. Gather your Mongol hordes and get them psyched for battle. But remember, you're not the only one looking to expand. Your enemies have the knights, samurai and elephant units to ruin your day. Give your archers straight arrows, your Mongol horsemen riding lessons and your infantry a few good pairs of walking shoes. The fight is on and world domination is at hand! Everyone may hate a bully, but it sure can be fun!

FEATURES: 1-2 players, conquer Mongolia or the entire world, play Genghis Kahn or eleven other world class rulers, battery back-up to save games.

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You're ambitious and you strive for excellence. Your goal is to create a global airline network.
Competitive fares, ad campaigns and special services will distinguish you from the rest. Be aggressive and maintain superiority in the skies. Airlines are your business.

FEATURES: 1-4 players, 2 scenarios, historical aircraft, realistic business strategy, battery back-up to save games.

It's Time To Pick A Winning Team!

It's 1941 and the U.S. And Japan are ready to clash. Your goal is to control the Pacific! The schedule is exhausting: Pearl Harbor, Midway and the Philippines for starters. The Americans can depend on the Yorktown, Hornet and Nevada to run successful battle plays. But don't count out the Japanese carrier force and their top-notch kamikazes. The campaign is about to begin — It's time to pick your team and hit the battlefield!

P.T.O.
Pacific Theater of Operations

FEATURES: 1-2 players, 9 scenarios, 250 historical ships, 10 difficulty levels, battery back-up to save games.